

Quick-Swap†

You've perfected the art of juggling a one-handed weapon between hands. Once per turn, *on your turn*, you can switch hands as a free action. The receiving hand must be empty. However, Old West shootists often *draw* two handguns but only *fire* the one in their dominant hand, and then swap pistols once that gun is empty – a feat called “crossing the border.” Quick-Swap lets a gunman do this in one second instead of two. You must specialize by weapon skill: Quick-Swap (Pistol), Quick-Swap (Throwing), etc.

Shtick†

As noted under *Shtick* (p. B101), a “cool move” that provides no combat bonuses is a valid perk if it might occasionally be useful. An example is twirling a handgun around your trigger finger, spinning a pistol presented butt-first (usually to surrender it) to shooting position *instantly*. Roll against Guns or DX to perform the Shtick without dropping the gun, firing accidentally, etc.

Sure-Footed†

You've studied low, stable stances for fighting on shaky ground. This lets you ignore the -2 to attack for a specific type of bad footing. You must specialize. Sure-Footed (Slippery) covers mud, oil, and blood. Sure-Footed (Uneven) covers rocks, piles of corpses, etc. Sure-Footed (Naval Training) covers fighting on a rocking ship or boat. The GM may allow other versions.

Weapon Bond

You own a weapon that's uniquely suited to you. Its quality might be no better than normal, but when *you* use it, you're at +1 to effective skill and all techniques based on that skill. This isn't a mystical attunement, nor does it require a specially modified weapon; it's a physical matter of balance, fit to your hand, and intimate familiarity.

You can have a bond to a weapon of any type or quality – even modern, mass-produced firearms display individual quirks and qualities to which an owner may bond. The bond changes neither the weapon nor its price. If the weapon is lost or destroyed, the bond doesn't transfer to a new weapon (not even one from the exact same production batch!), although you can buy a new Weapon Bond in play. To avoid such fates, buy the weapon as Signature Gear (p. B85).

Fictional examples include Indiana Jones' bullwhip and Hellboy's Samaritan revolver. Lara Croft's twin H&K USP pistols qualify, too – but two weapons require *two* Weapon Bonds! This perk needn't be cinematic; consider Texas Ranger Frank Hamer's Colt M1873, “Old Lucky.”

GUN SKILLS

In games with lots of gunplay, two skills merit further interpretation.

Combat Sport†

see p. B184

Since paintball, Airsoft, and MILES simulation participants face no real danger, they use Guns Sport/TL, not Guns. Shooting their “weapons” trains many habits and reflexes applicable to firearms, though; Guns and Guns Sport default either way at -3. Guns Sport *requires* specialization. Specialties match those for Guns (p. B199).

Guns/TL†

see p. B198

Along with operating and reloading firearms under combat stress, Guns has a host of IQ-based applications. These include *Cleaning and Maintenance* (p. 80), *Immediate Action* (p. 81), and *Precision Aiming* (p. 84); zeroing weapon-and-sight combinations; such trivial gunsmithing tasks as mounting and removing scopes and other accessories; and matching guns and ammunition to particular combat situations. Make a Per-based Guns roll to identify a familiar weapon by its shape or distinctive sounds.

NEW SKILL

Optionally, the GM may permit marksmen to learn a special cinematic skill.

Zen Marksmanship†

IQ/Very Hard

Defaults: None.

Prerequisites: Gunslinger or Trained by a Master, Guns at 18+, and Meditation.

This skill functions identically to Zen Archery (p. B228), but is for point-target small arms (such as pistols or rifles) instead of bows. You must specialize. Use the same specialties as Guns (p. B199); the GM is free to forbid specialties that seem inappropriate, like Grenade Launcher and Light Machine Gun. At high TLs, Beam Weapons (p. B179) specialties might also exist.

GUN TECHNIQUES

A *technique* is any feat of skill that one can improve independently of the governing skill. The following techniques obey all of the rules under *Techniques* (pp. B229-230). Being intended for trained gunmen, they depend on Gunner, Guns, and gun-related Armoury and Fast-Draw specialties. Those with “Gunner (Any)” or “Guns (Any)” defaults require specialization by skill. Penalties for unfamiliar firearms affect these techniques exactly as they affect the underlying skills; see *Familiarity* (p. B169).

An asterisk (*) indicates a *cinematic* technique that requires Gunslinger (p. B58) or Trained by a Master (p. B93).

Close-Quarters Battle

Average

Default: Guns (Any).

Prerequisite: Guns (Any); cannot exceed prerequisite skill+4.

You've practiced shooting on the run at nearby targets – a situation that SWAT officers and special-ops soldiers call “close-quarters battle” (CQB). Whenever you take a Move and Attack maneuver (p. B365) to fire at a target whose distance from you in yards doesn't exceed your Per, use Close-Quarters Battle *instead* of Guns. Apply the penalty for shooting on the move: -2 or the firearm's Bulk, whichever is worse. If the result exceeds your Guns skill, reduce it to that level. Then apply any other modifiers for the shot.

